

APPENDIX D

**(VERSION OF CLAIMS AS AMENDED HEREIN
WITH MARKINGS TO SHOW CHANGES MADE)**

(Serial No. 09/932,741)

VERSION OF CLAIMS WITH MARKINGS TO SHOW CHANGES MADE

1. (Amended) A method of conducting a game of chance, comprising:
providing at least one gaming machine adapted to be operably coupled with at least one display,
said at least one gaming machine comprising a random number generator configured for
producing a plurality of outcomes including at least one specific outcome;
providing at least one display configured to exhibit at least one group of cells, each cell in said at
least one group of cells earmarkable with a designator of at least one gaming machine
responsive to an occurrence of said at least one specific outcome on said at least one
gaming machine; and
earmarking a cell of said at least one group of cells with said designator responsive to said at least
one specific outcome resulting from play on said at least one gaming machine.

4. (Amended) The method of claim 3, wherein said determining at least one payout
comprises apportioning said at least one payout among gaming machines of said plurality
according to a number of each of said unique identifiers in said earmarked cells of said at least one
group of cells.

8. (Amended) The method of claim 1, further comprising providing said at least one
group of cells as [an]a group of playing card indicia and providing a playing card indicia of said
group of playing card indicia for each cell of said at least one group of cells.

11. (Amended) The method of claim 10, wherein each different suit of said row of
playing card indicia comprises a hand including a Royal Flush.

15. (Amended) The method of claim 14, further comprising associating an award
value with each row of said at least two[or more] rows of cells.

16. (Amended) The method of claim 15, further comprising associating differing
award values with at least two rows of said at least two[or more] rows of cells.

17. (Amended) The method of claim 16, further comprising apportioning a payout for a row of said at least two[or more] rows of cells based upon a said award value associated with said row.

18. (Amended) The method of claim 17, further comprising distributing said payout responsive to earmarking all cells within said row of said at least two[or more] rows of cells.

19. (Amended) The method of claim 18, wherein determining at least one payout comprises apportioning said at least one payout according to a number of said at least one unique [identifiers]identifier in said earmarked cells within said row.

20. (Amended) The method of claim 14, further comprising correlating said at least one specific outcome with a row of said at least two[or more] rows of cells.

22. (Amended) The method of claim 14, further comprising providing an animated element associated with each row of said at least two[or more] rows of cells exhibited on said at least one display and moving said animated element to a successive cell of one of said [rows]each row responsive to each occurrence of said at least one specific outcome on a gaming machine of said plurality.

24. (Amended) The method of claim 22, further comprising determining said at least one payout when said animated element advances to an end cell of a row of said at least two[or more] rows of cells.

25. (Amended) The method of claim 14, further comprising configuring each row of said at least two[or more] rows of cells as a ladder having rungs defining each cell of said at least two[or more] rows of cells.

29. (Amended) The method of claim 14, wherein said earmarking is effected sequentially in successive adjacent cells in a row of said at least two[or more] rows of cells.

30. (Amended) The method of claim 14, wherein said earmarking is effected randomly in cells of a row of said at least two[or more] rows of cells.

32. (Amended) The method of claim 14, further comprising configuring each row of said at least two[or more] rows of cells as a group of playing card indicia and providing a playing card indicia of said group of playing card indicias for each cell of said at least two rows of cells.

33. (Amended) The method of claim [34]32, further comprising configuring said plurality of gaming machines for playing draw poker.

34. (Amended) The method of claim 33, wherein said at least two[or more] rows of cells comprise four rows of cells, each row of cells comprising a row of playing card indicia, each row of playing card indicia comprising a different suit.

35. (Amended) The method of claim 34, wherein each different suit of said row of playing card indicia comprises a hand including a Royal Flush.

36. (Amended) The method of claim 35, wherein said earmarking [a]at least one cell includes earmarking a playing card indicia.

39. (Amended) The method of claim 38, further comprising determining at least one payout in relation to a number of earmarked [cell]cells of said at least one group of cells.

42. (Amended) The method of claim 41, further comprising distributing said at least one payout among[said] players of said plurality according to said players of said plurality according to said number of each of said unique identifiers in said earmarked cells.

44. (Amended) The method of claims 43, further comprising providing an award value associated with each row of said [tow]two or more rows of cells.

48. (Amended) The method of claim 47, wherein each different suit of said row of playing card indicia comprises a hand including a Royal Flush.

56. (Amended) The system of claim 55, where said [~~ladders~~]two or more rows of cells comprise ladder rungs separating cells of each row of said two or more rows of cells.

57. (Amended) The system of claim 56, wherein said at least one display device is further configured to exhibit an advanceable animated element displayed on at least one rung of said rungs and said system is further configured to cause said[at least one] advanceable animated element to move to a different rung responsive to each occurrence of said at least one specific outcome from play of said game of chance.

58. (Amended) The system of claim 51, wherein said at least one display device is further configured to exhibit an advanceable animated element displayed on at least one cell of said at least one group of cells and said system is further configured to cause said[at least one] advanceable animated element to move to a different cell responsive to each occurrence of said at least one specific outcome from play of said game of chance.

61. (Amended) The system of claim 51, wherein said at least one display device is positioned to be centrally located with respect to said plurality of gaming machines.

63. (Amended) The system of claim [40]51, where said at least one display device is operably coupled to each gaming machine of said plurality of gaming machines via at least one of the Internet, a Wide Area Network, or a Local Area Network.